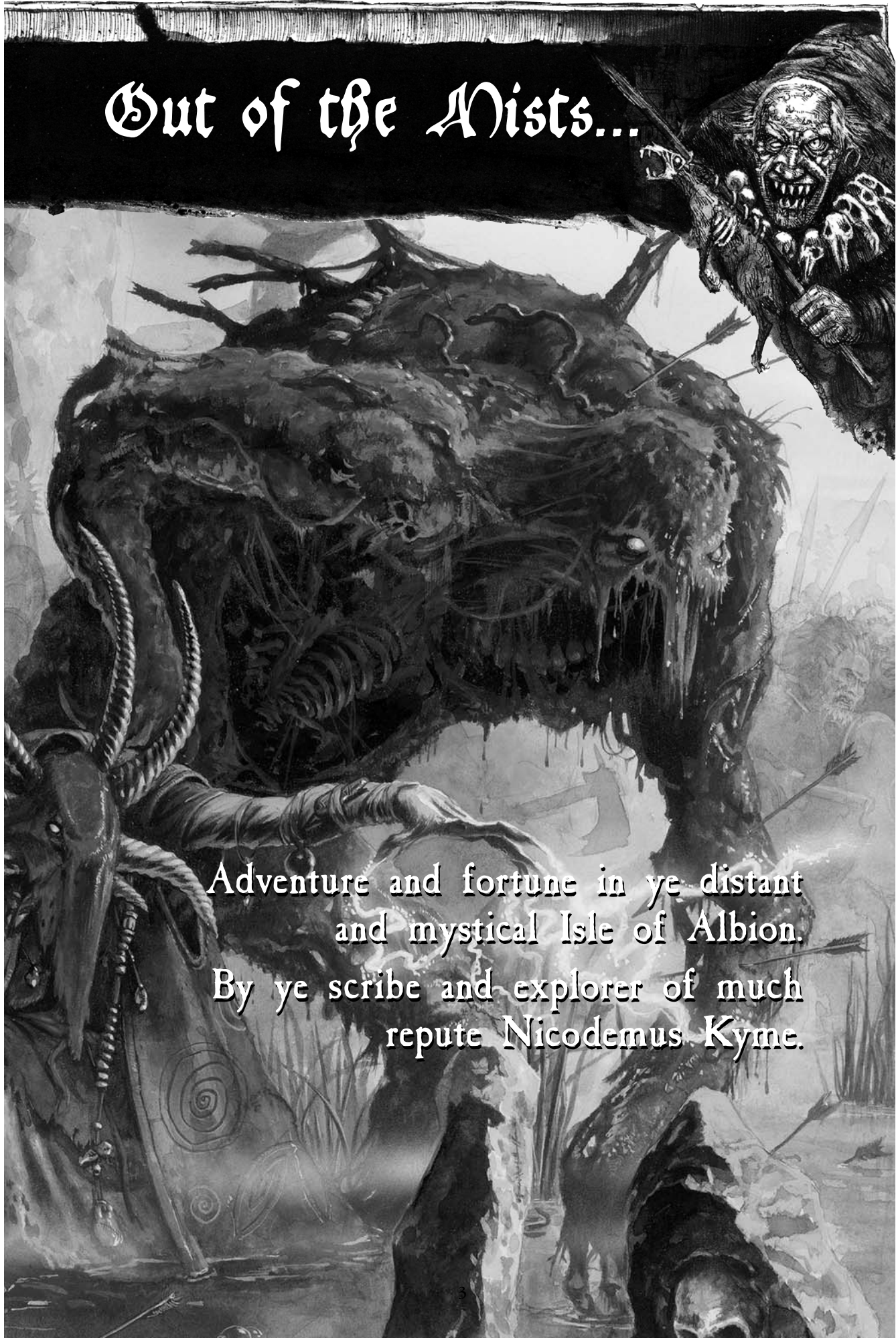


Out of the Mists...

Adventure and fortune in ye distant
and mystical Isle of Albion.
By ye scribe and explorer of much
repute Nicodemus Kyme.



Out of the Mists

Across the Sea to Albion...

Adventures in the setting of Albion can be played as 'stand-alone' games or they can form part of existing Mordheim campaigns. Warbands stumble across the island of Albion by chance, enshrouded as it is from the world by thick mists. Perhaps they are crossing the seas as hired swords for a sea captain pedalling goods to distant Cathay or Araby. They may have been lured by rumours of ancient treasures and set out on a quest to recover them only to be shipwrecked and forced to explore the island. In any instance (and players are encouraged to devise their own narratives) the warbands take to the seas and by pure chance discover Albion, decide to explore, and once they have gathered enough booty, return to the Old World allowing the campaign to resume. To fully appreciate adventures in Albion, games should be played as part of an on-going campaign in Mordheim or Lustria, by any warband and represent the warbands exploring further a field before returning to their original campaign setting.



The Misty Isle of Albion

Shrouded by an impenetrable mist for aeons the secrets of this inhospitable country are a mystery. But the promise of untold treasures and a powerful magic wrought by the mystical Ogham Stones throughout the land lures the unwary and the boldest of sea captains and treasure hunters. Brave to face the perils of the damned, the adventurers come, some to be dashed upon the rocks or swallowed by a fog from which there is no return. Others fall prey to the island itself: the rolling fens, impenetrable forests and dark quagmires within which unmentionable creatures are spawned. Yet there is more to this place, a powerful magic, a sense of struggle of a time to come so believe the soothsayers, and that the fate of the Old World is somehow linked to its mysteries...

Special Rules

Weather

If the creatures of Albion and its inhospitable countryside are deterrents to explore the land

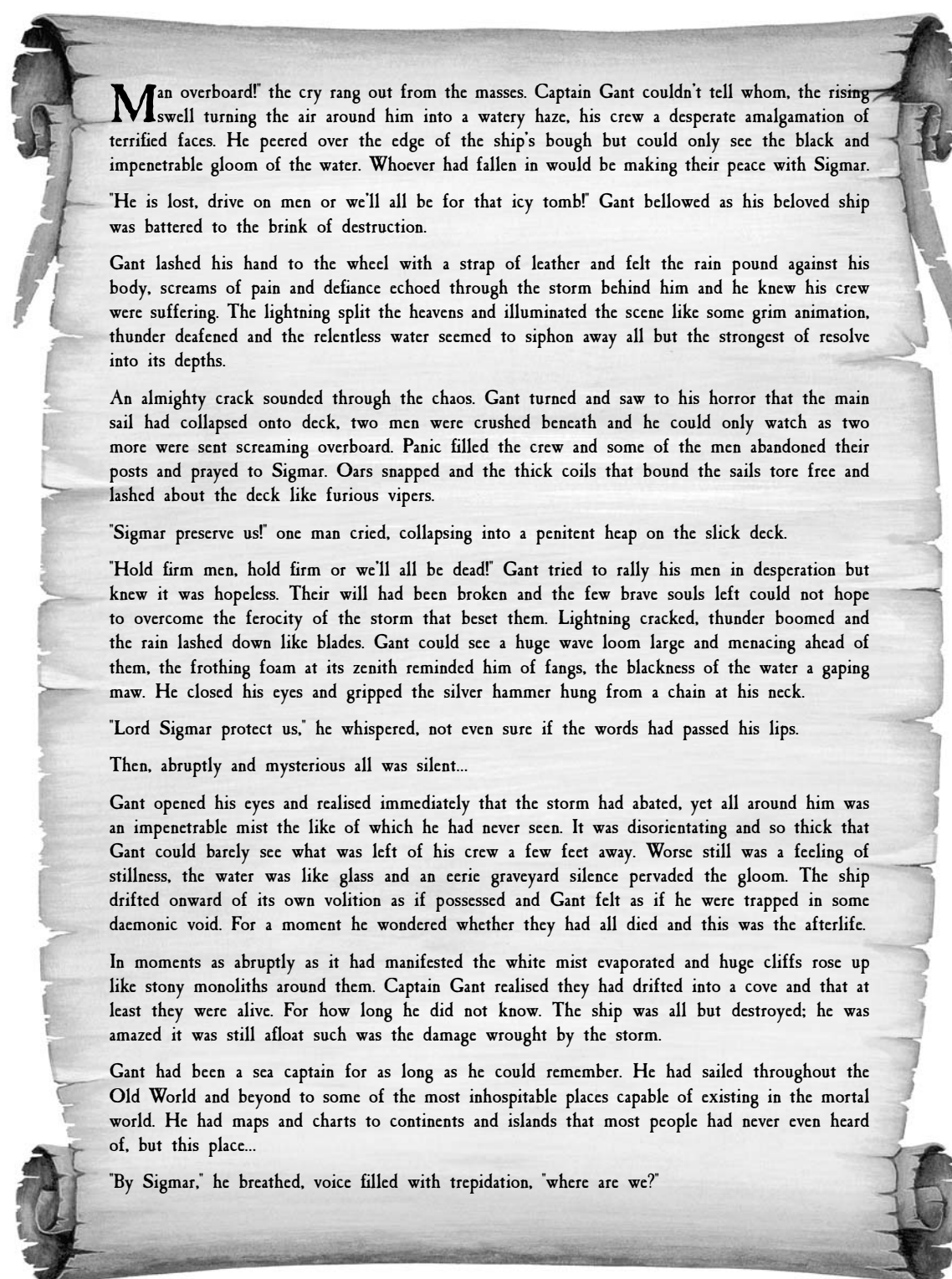
of Albion then the weather is another powerful adversary. Fraught with terrible storms, beset by raging winds and battered by rain and hail, the weather of Albion is as inhospitable as its denizens. At the start of the game roll 2D6 on the table below to determine the nature of the weather.

2D6 Roll	Weather Effect
2-3	Hailstorm. All shooting is reduced by -2 to hit. Any warriors in the open risk being battered by hailstones and suffer a strength 2 hit on a roll of 3+.
4-5	Driving Rain & Gales. All shooting is reduced by -1 to hit. Initiative is reduced by -1 for all leaping attempts and climbing.
6	Light Drizzle & Thick Fog. All warriors may only see 3D6 inches. This will affect charging, shooting etc. Initiative is reduced by -2 for all leaping attempts.
7-8	Light Drizzle. Commonplace and has no adverse effects.
9	Showers. Shooting is reduced by 1 to hit.
10	Torrential Rain. All movement in the open is reduced by -1. Fenland movement is reduced by half. Shooting is reduced by -2 to hit. Initiative is reduced by -2 for all leaping and climbing attempts.
11-12	Thunderstorm. All shooting is reduced by -2 to hit. Any warriors in the open risk being struck by lightning. On a roll of 5+, or 4+ if above ground level or within 2" of a tree, the warrior suffers D3 strength 4 hits with no armour save possible.

In each player's recovery phase roll a D6, on a roll of 1 or 2 reduce the current weather roll by one (i.e. if you rolled a 7 – Light Drizzle and in the recovery phase rolled a 2 then the roll is reduced to 6 – Light Drizzle and Thick Fog) and apply the new weather result for that turn. If you roll a 5 or 6 then increase the weather roll by one.

Ogham Stones

These ubiquitous monoliths are the symbols of power in the land of Albion. They are potent magical conduits capable of channelling a wizard's strength to a horrendous magnitude. In all battles in Albion there is a chance the



Man overboard!" the cry rang out from the masses. Captain Gant couldn't tell whom, the rising swell turning the air around him into a watery haze, his crew a desperate amalgamation of terrified faces. He peered over the edge of the ship's bough but could only see the black and impenetrable gloom of the water. Whoever had fallen in would be making their peace with Sigmar.

"He is lost, drive on men or we'll all be for that icy tomb!" Gant bellowed as his beloved ship was battered to the brink of destruction.

Gant lashed his hand to the wheel with a strap of leather and felt the rain pound against his body, screams of pain and defiance echoed through the storm behind him and he knew his crew were suffering. The lightning split the heavens and illuminated the scene like some grim animation, thunder deafened and the relentless water seemed to siphon away all but the strongest of resolve into its depths.

An almighty crack sounded through the chaos. Gant turned and saw to his horror that the main sail had collapsed onto deck, two men were crushed beneath and he could only watch as two more were sent screaming overboard. Panic filled the crew and some of the men abandoned their posts and prayed to Sigmar. Oars snapped and the thick coils that bound the sails tore free and lashed about the deck like furious vipers.

"Sigmar preserve us!" one man cried, collapsing into a penitent heap on the slick deck.

"Hold firm men, hold firm or we'll all be dead!" Gant tried to rally his men in desperation but knew it was hopeless. Their will had been broken and the few brave souls left could not hope to overcome the ferocity of the storm that beset them. Lightning cracked, thunder boomed and the rain lashed down like blades. Gant could see a huge wave loom large and menacing ahead of them, the frothing foam at its zenith reminded him of fangs, the blackness of the water a gaping maw. He closed his eyes and gripped the silver hammer hung from a chain at his neck.

"Lord Sigmar protect us," he whispered, not even sure if the words had passed his lips.

Then, abruptly and mysterious all was silent...

Gant opened his eyes and realised immediately that the storm had abated, yet all around him was an impenetrable mist the like of which he had never seen. It was disorientating and so thick that Gant could barely see what was left of his crew a few feet away. Worse still was a feeling of stillness, the water was like glass and an eerie graveyard silence pervaded the gloom. The ship drifted onward of its own volition as if possessed and Gant felt as if he were trapped in some daemonic void. For a moment he wondered whether they had all died and this was the afterlife.

In moments as abruptly as it had manifested the white mist evaporated and huge cliffs rose up like stony monoliths around them. Captain Gant realised they had drifted into a cove and that at least they were alive. For how long he did not know. The ship was all but destroyed; he was amazed it was still afloat such was the damage wrought by the storm.

Gant had been a sea captain for as long as he could remember. He had sailed throughout the Old World and beyond to some of the most inhospitable places capable of existing in the mortal world. He had maps and charts to continents and islands that most people had never even heard of, but this place...

"By Sigmar," he breathed, voice filled with trepidation, "where are we?"

warbands will discover an Ogham Stone. Before each scenario (except The Ogham Stones see below) roll a D6 on a roll of 4+ in addition to other terrain place a single Ogham Stone on the battlefield. Any spell caster within 2" of an Ogham Stone may add +1 to the roll

for casting spells whilst other wizards will have their powers siphoned away and suffer a -1 if the spells they are using are of a different allegiance. If both wizards are within 2" of an Ogham Stone then roll a D6 to determine who receives the bonus.

Out of the Mists

Fens

These are the dense areas of watery marshland that are commonplace throughout Albion. Fenland is difficult to traverse and can be moved through at normal pace but warriors may not run through it. Whilst traversing fenland it is possible to get ‘bogged’ down. If a warrior starts the recovery phase in fenland he must roll a D6, on a roll of 1 he is bogged down in thick mud and may not move this turn.

Log Causeways

These crude bridges offer a route across fenland areas. A warrior may only climb on a log causeway at either end. Movement is similarly restricted but there is no chance of becoming ‘bogged’ down. If warriors are fighting on a log causeway and one is either *Stunned* or *Knocked down* then they fall off the causeway and into the fenland on a roll of 1.

Trees

Large imposing firs are common-place in Albion. Large trees can be traversed in the same way as climbing up floors of a building. Assume all trees have two ‘floors’ and can therefore accommodate two warriors. All the normal advantages of being on higher ground apply.



Fenbeasts

Wrought by magical rituals from the souls of those slain in the marshes of Albion, the Fenbeasts are unliving creatures formed from the earth itself. If any warrior ventures into fenland terrain they may disturb a Fenbeast. Roll a D6 for each warrior within fenland or within 2" of fenland. On a roll of 1 the warrior has awakened a Fenbeast (do not roll for any remaining warriors as there is only ever one Fenbeast). The Fenbeast will appear within 2" of the warrior. It will not move until the start of the warband’s next turn and will always act in this turn before the other warriors. It will always charge or run towards the nearest warrior. At the end of each turn roll a D6 for the Fenbeast, on a roll of 1 the magic binding it to the earth is weakened and it is slain. On a roll of 6 it is filled with some unknown Elemental Power and D3 of its lost wounds are restored. The Fenbeast’s profile is given below:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	2	3	10

SPECIAL RULES

Fen-walker: Fenbeasts may traverse fenland, quagmires and any other difficult terrain as open ground.

Fear: Fenbeasts are horrifying creatures and cause *Fear*.

Immune to Psychology: Fenbeasts are not affected by psychology and never leave combat.

Regenerate: When a Fenbeast is in any form of swampy terrain such as fenland or a quagmire they will regenerate one lost wound in the recovery phase on a roll of 4+.

Giants

Forged from the earth itself the Giants of Albion are its guardians. They are powerful creatures given to rage easily and often rampage throughout the land to deter would-be adventurer. Most of the larger Giants of Albion slumber in caves and are seldom ever seen by the eyes of man. Some of the younger, more naive beasts are given to sleeping in the open however, prey to monster hunters and thieves, which is of course if the young Giant does not wake.

It is possible that the warbands will encounter such a creature as they explore the island. Before each battle the player setting up first rolls a D6. If he scores a 1 the warbands have encountered a Young Giant. The player setting

up first places the creature after both warbands have set up and may not place the Giant within 6" of another model. Play then proceeds as normal. The rules for the Young Giant are given below:

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	3	0	5	5	4	2	3	8

SPECIAL RULES

Slumbering Brute: The Young Giant is initially sleeping. In each player's recovery phase roll a D6, on a roll of 6 the Young Giant awakes (add +1 to the roll for each model within 2" of the beast, it instantly awakens if attacked). The Giant's turn is always before the player's who woke it. It will always move towards the nearest model, charging if possible but will not attack a Truthsayer or Dark Emissary due to their close affiliation.

Fear: Huge and obese the Young Giant causes *Fear*.

Enraged: Waking from its slumber the Young Giant is very mad and will therefore not Rout for any reason.

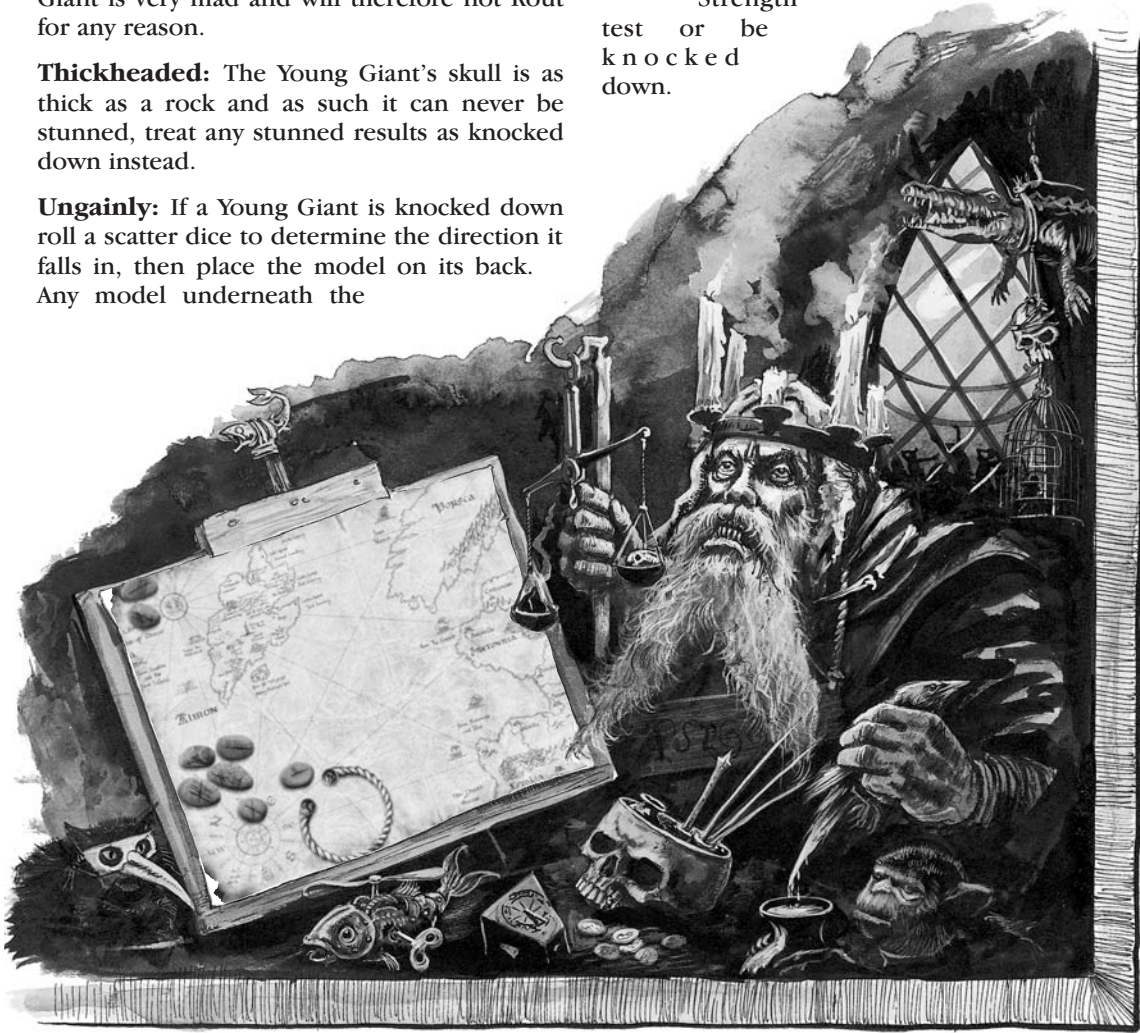
Thickheaded: The Young Giant's skull is as thick as a rock and as such it can never be stunned, treat any stunned results as knocked down instead.

Ungainly: If a Young Giant is knocked down roll a scatter dice to determine the direction it falls in, then place the model on its back. Any model underneath the

Giant must pass an immediate initiative test or suffer a strength 5 hit as the brute crushes them. The Young Giant automatically picks itself up next turn.

Rampage: When the Young Giant attacks it is a rampage of varied assaults. Roll a D6 to determine what it does.

- 1-2 **Swipe.** Attacks as normal.
- 3-4 **Stomp.** Makes a single attack at Strength 7 inflicting double wounds.
- 5-6 **Shout and Bawl.** All models within 4" of the brute must pass an immediate Strength test or be knocked down.



A Struggle for Power

Of all the mysteries of Albion perhaps the greatest is the purpose of the enigmatic figures known as Dark Emissaries and Truthsayers. These ancient wizards are erstwhile enemies and their secret battle hints at a greater struggle yet to pass. Dark Emissaries, servants of the Dark Master, a powerful and enigmatic figure are potentates of evil. They ally themselves with evil forces and seek to harness the power of the Ogham Stones for all manner of unknown and nefarious practices. Truthsayers, the druidic warrior-wizards, the benevolent protectors of the Ogham magic grant their aid and wisdom to the followers of Sigmar and his allies, their only purpose to thwart the Dark Master and his lackeys.

Dark Emissaries and Truthsayers feature in the scenario The Ogham Stones but if players wish they may be sought out for each battle in Albion in the same manner as Dramatis Persona. There is no hire fee for either character as they have their own agenda for joining the battle.

However, wherever there is one the other will



surely follow. If a warband successfully finds either a Dark Emissary or Truthsayer and the other warband does not then roll a D6 at the start of that warband's turn, on a roll of 4+ the opposing character appears to fight alongside the warband and is deployed at a random table edge (see 'Surprise Attack' for details). If the opposing warbands are both of 'evil' or 'good' alignment then the Dark Emissary or Truthsayer may not be sought out for the battle. The profiles for these two characters are given below:

 Dark Emissary 										
Profile	M	WS	BS	S	T	W	I	A	Ld	
	4	3	3	3	3	2	3	1	8	

SPECIAL RULES

- Staff of Darkness:** +1 to his casting roll.
- The Spiral:** A symbol of the Dark Master. It is a potent icon that protects the wearer from harm. It grants the Dark Emissary a 5+ save that cannot be reduced by anything.
- Wizard:** The Dark Emissary is a powerful spell caster and knows four randomly determined spells of the Lore of Darkness.



Alignment: Dark Emissaries are evil wizards and as such will only fight alongside Possessed, Undead, Skaven and other evilly aligned warbands.

 Truthsayer 										
Profile	M	WS	BS	S	T	W	I	A	Ld	
	4	4	3	4	4	2	4	2	9	

SPECIAL RULES

- Staff of Light:** The staff can dispel a single enemy spell per turn on a roll of 4+. The staff also counts as a halberd.
- The Triskele:** The symbol of the Truthsayer's office this icon protects them from harm with its benevolent energies granting the Truthsayer a 4+ save, which cannot be reduced by anything.
- Wizard:** Truthsayers are powerful wizards and know three randomly determined spells of the Lore of Light.
- Alignment:** Truthsayers are benevolent wizards and as such they will only aid Sisters of Sigmar, Witch Hunters, Mercenaries and any other 'good' aligned warbands.

The Lore of Darkness

It is whispered amongst the wise that the Dark Master taught the Lore Of Darkness to his disciples in order to spread corruption throught the world.

D6 Result

- 1 Bolt of Dark Light** **Difficulty 7**
The Dark Emissary conjures a bolt of malign power to smite his enemies.
 The bolt has a range of 12" and causes a single Strength 5 hit against the first model in its path.
- 2 Betrayal in Death** **Difficulty 8**
Summoning all the curses of the Dark Master, the Emissary instils the vigour of the undead into a slain enemy forcing them to attack their comrades.
 This spell will affect all enemy models slain in the shooting phase or close combat and lasts until the start of the caster's next turn. The enemies will reanimate as they are killed and attack their comrades. If not in combat the model will shoot if able, or charge if it has no missile weapons. If in combat the enemy will only make a single attack. After attacking the enemy will fall once more, dead.
- 3 Nightmare** **Difficulty 7**
A vision of a warrior's worst nightmares manifests before him instilling inner feelings of dread.
 This spell may be cast upon an enemy model within 18" of the caster. The model must take an immediate fear test as if charged by a fear-causing enemy. If failed the model flees 2D6" away from the Dark Emissary.
- 4 Curse of the Dark Master** **Difficulty 8**
The Dark Emissary has the power to enfeeble his enemies, loosening their grip on their swords and debilitating their will with the cold touch of fear.
 This spell can be cast upon a single model within 24" of the caster. All that model's rolls to hit for both shooting and close combat are reduced by -1 until the start of the caster's next turn.
- 5 Fog of Death** **Difficulty 10**
A deep and impenetrable fog cloaks the entire battlefield, filled with the vicious embodiments of nightmares. Chaos and fear ensue.
 This spell affects every model on the board except the Dark Emissary. Enemy models are affected on a roll of 4+, while friendly models are only affected on a 6+. All models attacked by the nightmare creatures suffer a strength 2 hit. The fog lasts until the start of the caster's next turn and reduces line of sight to 3D6" for all warriors present which will affect shooting, charging etc.
- 6 Coils of the Serpent** **Difficulty 10**
The Emissary conjures a dark serpent of pure malign energy to ensnare and crush an unwitting adversary in its coils.
 This spell may be cast upon a single enemy model within 6" of the caster. The model must take an immediate toughness test to fight off the deadly serpent. If failed the model is crushed to death and out of action. No saves of any kind will protect against this magic.

The Lore of Light

Only the Truthsayers know of the strange and powerful rituals of the Lore of Light and they pass this knowledge on to a few.

D6 Result

1 Wings of Fate

Difficulty 6

Using the powers of life itself, the Truthsayer conjures a flock of birds to sweep down and attack his enemies.

The flock has a range of 18" and may attack any model within this range of the Truthsayer. The enemy model suffers D3 Strength 2 hits.

2 Light of Battle

Difficulty 6

The power of light infuses one of the Truthsayer's allies, encasing them in a protective barrier of pure light.

This spell may be cast upon a friendly model within 12" of the caster. That model has an additional save of 5+ that can be reduced in any way against all attacks until the start of the Truthsayer's next turn.

3 Gift of Life

Difficulty 9

Life is at the essence of the Truthsayer's magic. Harnessing all of his power the Truthsayer restores a fallen comrade miraculously back to life!

This spell may be cast upon a friendly model slain in the previous enemy turn. The model is immediately restored back to life with 1 wound remaining and should be placed as accurately as possible where they fell.

4 Blessing of Valour

Difficulty 8

The Truthsayer evokes a powerful blessing, which instils an ally with the courage and strength of the immortal hunter gods.

This spell may be cast upon a single friendly model within 24". The model is infused with strength and courage, gaining +1 to all hit rolls in close combat for the duration of the turn.

5 Boon of Courage

Difficulty 8

A corona of reassuring energy surrounds the Truthsayer and envelops an ally with its power, instilling resolve and unshakeable determination.

This spell affects all friendly models within 12". The models are completely immune to the effects of psychology and all alone tests until the end of the Truthsayer's next turn.

6 Voice of Command

Difficulty 9

The booming resonance of the voice of the Truthsayer echoes across the fens and enemies quake with indecision and doubt.

This spell affects one model within 24" of the Truthsayer. That model may do nothing in its next turn other than defend itself in combat. It may not move, shoot, attack or perform any other action.



Scenarios

Below are four scenarios to play in the Albion setting. Roll a 2D6 on the table below to discover which scenario you are playing. Alternatively you can play the scenarios in sequential order to form a narrative campaign.

D6 Roll	Scenario
2-4	Play scenario 1: Death in the Mists
5-8	Play scenario 2: Gift of the Truthsayers
9-12	Play scenario 3: The Ogham Stones

Experience

Unless noted the following experience points modifiers apply to all scenarios.

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. Any Hero earns +1 Experience for each enemy he puts out of action.

Scenario 1: Death in the Mists

Deep into the island the warband ventures warily but soon becomes enveloped in a thick fog. Banding together, movement can be seen beyond the circle of comrades and it is soon apparent that the warband has been trapped in an ambush...

Terrain

Each player takes it in turn to place a piece of terrain, either a crag, trees, hovel, wooden huts, fenland etc. The middle of the table should be left clear except for a large rock or crag. The terrain should be set up in an area roughly 4' x 4'.

Special Rules

Dense Fog: The battlefield is completely enshrouded by a massively dense fog. This reduces visibility to 2D6" which will affect charges, shooting, magic etc. At the start of each turn roll a D6 for each warrior for the warband whose turn it is. On a roll of 1 they become 'lost in the fog' and wander D6" in a random direction determined by a scatter dice instead of moving normally this turn.

Warbands

The player with the largest warband is the defender. They must deploy within 6" of the rocks in the centre of the board. The attacker places his warband anywhere on the board as

long as they are no closer than 12" to a defending model.

Starting the Game

The attacking player automatically goes first.

Ending the Game

The game ends when one warband fails its Rout test.

Scenario 2: Gift of the Truthsayers

Rumours are abound of a potent artefact, said to be wrought by one of the enigmatic Truthsayers, lost in the depths of the marshes. Naturally such rumours draw warbands eager for plunder like moths to a flame...

Terrain

In this battle the entire board is fenland terrain with only two or three modest areas of open ground. In the centre of the board there should be a jutting crag, cairn or some other significant piece of terrain. This is where the artefact lies. Other terrain such as rocks, crags, briars, trees etc. can be placed in a mutually agreeable manner but no buildings may be placed, marshes are not the best places to build a dwelling!

Special Rules

Hazards: At the start of each of their own turns each player must roll a D6. If they roll a 1 they have succumbed to some deadly marshland hazard and must roll a D6 on the table below:

D6 Roll	Hazard
1	Fenbeast – see above for the rules for Fenbeasts. This hazard table replaces the usual rules for encountering these creatures.
2-3	Foetid Bog – <i>A stinking bog erupts from the marshy territory, its stench almost overpowering.</i> A random warrior falls victim to the bog and must take an immediate Toughness test. If failed the warrior is knocked unconscious by the terrible stench and counts as <i>Stunned</i> . Undead, Daemons and creatures whom are not truly alive are unaffected by the foetid bog.
4-5	Quagmire – <i>The boggy marshland is dangerous and all too often a single foot wrong can cause a warrior can sink into the depths without a trace...</i>

Out of the Mists

Roll a D6 for all warriors on the board that are in Fenland terrain. The first warrior to roll a 1 or the last warrior if no one rolls a 1 must take a Strength test immediately as they are dragged into a deep quagmire. If they pass they pull themselves free but are knocked down. If they fail they sink into the quagmire and count as *Stunned*. They must test again in the recovery phase. If they pass they free themselves as above but if they fail they sink without a trace and are out of action.

6 **The Watcher in the Water** – *Many dark and unmentionable creatures lurk in the depths below the marshland of Albion, such creatures are rarely seen. Only a gurgled scream and the sight of a comrade disappearing into the mire are any indication of their existence...*

A random warrior in fenland terrain is attacked by a huge tentacle of some unknown swamp beast, and must attempt to fight the creature off. The warrior may attack the creature once. It has a WS of 2 and a T of 4. Any friendly warriors within 2" of the victim may also attack the creature. If wounded the creature lets go, otherwise the warrior is dragged to his doom beneath the marshes.

The Artefact: The artefact lies in the crags in the centre of the board and the first warrior to reach it may take it. If that warrior is 'stunned' or taken 'out of action' then the attacking player may take the artefact and as such several players may carry the artefact by the end of the game.



Warbands

Warbands set up as per the rules for Skirmish in the Mordheim rulebook.

Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Ending the Game

The game ends when one warband fails its Rout test. The routers automatically lose.

Experience

+2 Artefact. If a hero is carrying the artefact at the end of the game he earns +2 experience points.

Rewards

The warband in possession of the artefact at the end of the game may examine it to discover its worth. Roll a 2D6 on the table below:

D6 Roll	Artefact
1-4	The artefact is valuable and worth 5D6 gold coins.
5-6	The artefact is an enchanted <i>Totem of Light</i> , which renders its bearer immune to psychology and all alone tests. If given to the warband's leader it improves his leadership by +1.
7-8	The artefact is a <i>Silver Sickle</i> , which acts like a normal sword but increases Weapon Skill by +1 and adds +1 to the user's Strength vs Daemons, Possessed and Undead.
9	The artefact is a <i>Talisman of Light</i> bearing the mystical Triskele symbol. It wards hostile magic and will nullify any harmful spell cast at the wearer on a roll of 4+.
10-11	The artefact is a <i>Tome of the Truthsayers</i> , a book of magic. It enables the user to cast a single randomly determined spell of the Lore of Light once per battle without the need to roll for difficulty.
12	The artefact is a <i>Vambrace of Silver</i> , which has the power to deflect missiles. Any ranged weapon that hits the wearer will be deflected away harmlessly on a roll of 5+.

Scenario 3: The Ogham Stones

Circles of Ogham stones pervade the landscape as often as the rolling fens in Albion. They hold a potent magic which when properly tapped can be devastating. Two warbands must battle for such a stone circle aided by the rivals the Truthsayers and Dark Emissaries whose purposes are as enigmatic as their appearance...

Terrain

Players take it in turns to place a piece of terrain. A circle of eight Ogham Stones must be arranged in the centre of the table, approximately 12" in diameter with equal gaps between each stone. Place no terrain inside the circle or within 3" of any stone. Terrain should be set up in an area roughly 4' x 4'.



Special Rules

Enigmatic Allies: In this battle each warband will be aided by a Dark Emissary or Truthsayer, depending upon their allegiance (see the rules for these characters above) that set up with the warband.

If both warbands are 'evil' or 'good' aligned then roll off to see who chooses which character is part of their warband.

Ogham Magic: The circle of Ogham Stones generates a powerful magical flux and wizards within its confines rolls 3D6 for casting spells choosing the two highest. In addition the wizard is able to cast D3 spells each turn. Such are the tumultuous forces contained within the Ogham Stones that if a wizard rolls a double '1' for any of his spells (before removing any dice) he loses control of the magics and is 'knocked down' and may cast no further spells this turn. Any wizard outside of the circle while another wizard is within it only rolls 1 dice for casting spells as their power is drained.

Warbands

Warbands set up as per the rules for Skirmish in the Mordheim rulebook.

Starting the Game

Both players roll a D6. The highest score takes the first turn.

Ending the Game

The game lasts for eight turns. The player who has the most models standing within the Ogham Stone circle wins. Rules for routing do not apply.

Experience

+2 Slayer. Any hero who slays a Truthsayer or Dark Emissary gains +2 Experience points.

Rewards

The winning warband is rewarded by the Truthsayer or Dark Emissary they served. They gain 5D6 gold coins worth of gems and jewels.

Editor's note: Purists amongst you may well realise that the Dark Emissaries only came about in the recent Warhammer timeline and were, no doubt, the cause of the mists of Albion dissipating and revealing the isle. As Mordheim is set approximately five hundred years earlier there would not have been any

Dark Emissaries about but we've included them so that you may have more fun in your games. You could either run a separate campaign set in the Warhammer present day or just ignore this technicality. Of course, you could always not use Dark Emissaries in your games and maintain the background stringently, the choice is yours.

